

CHARACTERISTICS

Name \_\_\_\_\_  
Player \_\_\_\_\_  
Occupation \_\_\_\_\_  
Age \_\_\_\_\_ Sex \_\_\_\_\_  
Archetype \_\_\_\_\_  
Residence \_\_\_\_\_  
Birthplace \_\_\_\_\_

STR 

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 DEX 

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 INT 

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CON 

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 APP 

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 POW 

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SIZ 

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 EDU 

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 Move 

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Rate 

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Dying 

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 Max HP 

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 Temp. 

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 Insane 

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 Start 

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 Max 

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 Insane 01 02 03 04 05 06 07  
HIT POINTS 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 SANITY

DOWN DARKER TRAILS

Out of Luck 01 02 03 04 05 06 07  
LUCK 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99  
00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Rope Use (05%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Gambling (10%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	Language (Other) (01%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Trap (10%)
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Op. Hv. Machine (01%)	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/> Persuade (10%)	
<input type="checkbox"/> Drive Wagon/Coach (20%)		<input type="checkbox"/> Pilot (01%)	
<input type="checkbox"/> Elec. Repair (00%)		<input type="checkbox"/> Psychology (10%)	
		<input type="checkbox"/> Ride (15%)	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus 

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Build 

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Dodge 

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# BACKSTORY



## Personal Description

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## Traits

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## Ideology/Beliefs

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## Injuries & Scars

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## Significant People

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## Phobias & Manias

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## Meaningful Locations

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## Arcane Tomes, Spells & Artifacts

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## Treasured Possessions

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## Encounters with Strange Entities

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# HISTORY

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# CASH & ASSETS

## Spending Level

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## Cash

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## Assets

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# POSSESSIONS

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# QUICK REFERENCE RULES

## Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

## Using Luck

Adjust skill rolls (1 Luck per skill point); Avoid malfunction/melee fumble (10 Luck).  
Halve SAN loss (SAN loss x 2 Luck); Stay conscious (1 Luck, double per round after).

Avoid Death (all Luck points spent; requires Luck ≥ 30).

## Healing

Natural healing: +2 HP per day.

First Aid: +1D4 HP.

Medicine: +1D4 HP.

# FELLOW INVESTIGATORS

Char.  
Player

Char.  
Player

Char.  
Player

Char.  
Player

ME

Char.  
Player

Char.  
Player

Char.  
Player

Char.  
Player